IGE Creative Interdisciplinary Research in Graduate Education (CIRGE)

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Introduction

The goal of CIRGE was to facilitate creative thinking, problem solving, and interdisciplinary teamwork, among graduate students. A new graduate minor *Interdisciplinary Team-Oriented Creativity (ITOC)* was developed comprised of two core courses in creativity and two electives. The core course *Creative Interdisciplinary Team Research: Principles and Practice* provided fluency with the foundational principles in cognitive research that demonstrably enhance creative practice and problem-solving skills. The second core course, *Enhancing the Creativity of a Research Project*, was designed to infuse greater creativity into a student's research project.



Tool Category	Subcategory	TASK DETAILS/NOTES	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 1
	Fresh eyes	by gaining perspective in class										
	Mindfulness	on team dynamics (active discussion)										
Looking	Render it visible	Visualized/documented process										
	Challenging assumptions	by doing research and creating boards										
	5 Whys											
	Fishbone											
	Affinity mapping											
	Find the bug	What was not working with our process?						<u>,</u>				
Asking	Stretch and squeeze	discussion on food insecurity										
	Fusing ideas	Sam brought insight about chemical experiment plan										
	Working on all burners	everyone is working on a different part of the project										
Fusing	People mash-up	by working together/with others										
	Found flow-state	With mapping/writing tools										
	Discussed domain/expertise											
Learning	Focused on specific tasks	breakdown in team									-	
	Assumption discussion											
	Discussing power constructs	Discussed with research										
	community needs	Via online background research										
ECCD	Stakeholder mapping											
	Converging											
	Define Greatness											

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Week	Course 1	Course 2
1	Creativity Profiles How to Create Teams that Function Well	Class Structure, Expectations, Teamwork, Evaluations, and Framing the Research Problem Introduction to Creativity Teamwork
2	Enhancing Imagination Leading innovation in teams Concept/mind maps	Faculty Panel at Library: Background, Literature, and Scope Librarian Panel Students refine their projects with librarian and staff guidance

Results

Five courses taught

- Three successive iterations.
- . 35 students total.
- The two courses were designed to enhance graduate student creativity, which, by the metrics employed, indicated that the courses were particularly effective in fostering students to become more creative.
- The student projects were of exceptional quality; the last student team went on to win an innovation award from the Baiada Institute.





3 Methods of Creative Thinking [combines asking the right Creative mindsets and learning

	questions, deliberate practice, and other methods] Sketch noting	Flow Teamwork
4	Design Thinking	[Human-centered] Design [and process]
	Effective Presentations	Project tuning, preparation for midterm presentations
5	Student Midterm Presentations	Student midterm presentations
6	Generative Strategies	Hypothesis/Objective of the Research Question Teamwork
7	Innovation, Ideation, Incorporation	Panel: Professors Who Teach or Study Creativity
	Diversity and Creativity in Work Groups	Typologies
8	How to Pick the Best Ideas and Implement Creative Ideas	The Role of Logic and Intuition in the Creative Process Teamwork and coaching for final presentations
9	Student Final Presentations and Reflections due	Panel: Creativity in Industry Student final presentations
10	[No Class]	

Research Products

Effective Practices for High Performing Interdisciplinary Faculty Teams

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DESIGNING AND ITERATING FOR INTERDISCIPLINARY, CREATIVE RESEARCH IN GRADUATE TEAMS Talia Hurwich¹, Diana Nicholas², Elaine Perignat³, Fraser F. Fleming², Daniel King², Jennifer Katz-Buonincontro & Paul Gondek² ¹George Washington University; ²Drexel University; ³Immaculata University



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Challenges

Student enrollment (see below).

University support for a cross-disciplinary elective graduate minor

Student hears about ITOC

C Student gets information

on Student considers enrolling

Classes

- Taught in 3 hour blocks comprised of two interactive teaching sessions and time for work on a team project.
- Guided readings using *ZigZag:The Surprising Path to Greater Creativity* with in-class discussions and exercises
- Team taught. Team members met before each class allowing all faculty to contribute to every class.
- Grades were based on student projects, evidence of creative growth, and use of creativity strategies.



Teams

- The faculty team modeled the collaboration across disparate disciplines in the same way as the student teams
- Students learned how to use a team charter
- The student team assignments were based on maximizing diversity based on discipline, experience, gender, and creativity profiles.
- A validated creativity instrument *Beliefs About Creativity Scale* and the *Basadur Profile* were used to inform students of their own creative disposition which they used in the teams to assign tasks.
- Students tracked their use of creative skills and practices – see next panel

Meet the Team: Creative Bandwidth







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